WELCOME, FIRST-YEARS!

MIT's Oldest and Largest Newspaper

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The Tech
Established 1881

WEATHER, p. 2
THU: 75°F | 61°F Mostly Sunny
FRI: 83°F | 63°F Sunny
SAT: 82°F | 64°F Sunny

Volume 138, Number 15

Thursday, August 23, 2018

2022s may elect three extra science, math GIRs as P/NR

Experimental policy is intended to promote major exploration and flexibility in first year, proposal says

By Jessica Shi
NEWS EDITOR

As part of an experiment to foster "a more exploration-focused experience," undergraduates entering in Fall 2018 will be able to designate up to three Science, Mathematics, and Engineering (SME) General Institute Requirements as Pass or No Record after their first term, Vice Chancellor Ian Waitz announced in an email Aug. 3.

Existing policies remain in place: the first semester will continue to be graded on P/NR, and the second semester on ABC/NR. There are no changes for current students.

The final proposal was submitted to the Committee on the Undergraduate Program (CUP) July 26, who voted unanimously to approve it, Waitz said in an interview with *The Tech*.

The SME GIRs are defined to include the classes that fulfill the chemistry, physics, mathematics, and biology requirements: 3.091 or 5.11x; 8.01x; 8.02x; 18.01x; 18.02x; and 7.01x.

Similar to the deadline for Sophomore Exploratory and Junior P/D/F, students must designate classes to be graded P/NR by Add Date, according to the CUP guidelines outlining the policy.

First-year students who earn a grade of NR may elect it as one of their three P/NR options in later terms; upper-level students who earn a grade of NR may retake the class as many times as needed without using up additional opportunities, the guidelines explained.

Upper-level students may also choose to uncover a grade of D, which does not qualify as passing under P/NR but does under regular grading.

As before, Advanced Standing Exams may not be taken under P/NR after the first semester, in order to discourage students from using the experimental policy to attempt ASEs with limited preparation in the hopes of "getting lucky," the proposal said.

Policies governing credit limits and early sophomore standing eligibility are unaffected as well.

Noah McDaniel '20, an undergraduate representative in the CUP, emphasized that this experimental policy was not a pilot program.

"The 'old' policy is the policy. The experiment is just an exception to the rule for this one year," McDaniel said in an interview with *The Tech*. "That being said, this experiment will be used to inform future decisions to change the policy. Over the school year, the CUP will discuss possibilities ... for the Class of 2023."

The hypothesis is that "increased flexibility to enable major exploration will lead to increased confidence in the initial choice of a

GIR, Page 3

AMY SHIM—THE TECH

An East Campus resident reaches for a bolt during fort construction for REX Tuesday.

IN SHORT

Orientation for first-year undergrads and orientation activities for new grad students begin Sunday.

The final deadline for **continuing students to pre-register** is today.

Submit a waiver for the MIT Student Extended Insurance Plan by August 31 if you have comparable health insurance and want to waive enrollment.

Welcome to all new students, undergrad and grad!

Send news and tips to *news@tech.mit.edu***.**

REX booklet edits elicit scorn, criticism

Administration calls for use of the term 'first-years' instead of 'prefrosh'

By Whitney Zhang
EDITOR

Starting this Residence Exploration, all instances of "prefrosh" in the REX booklet must be changed to "first-years," according to DormCon REX Chairs Ariana Jacobsen '20 and Tuyet Pham '21 in an email to *The Tech*.

The purpose of the change is to recognize that "members of the Class of 2022 are now part of the MIT community," Associate Dean of Residential Education Julie Rothhaar-Sanders wrote in an email to *The Tech*.

Rothhaar-Sanders worked with Jacobsen and Pham to edit event descriptions. The booklet will be distributed to first-years at the beginning of Orientation Week.

The use of "first-years" instead of "pre-frosh" affected only three event descriptions. The majority of the 77 administrative recommendations were to provide clearer explanations or to improve an event's safety plans, according to Jacobsen and Pham's email.

In addition, in compliance with the policies of the Mind and Hand Book, REX event descriptions are not allowed to contain drug or alcohol references or sexual language outside of an educational context, as incoming students may not feel comfortable with these topics, according to Rothhaar-Sanders and an email to *The Tech* from Random Hall REX Chair Sonia Reilly '20.

Some students disagreed with the administrative enforcement of these policies. Reilly noted the removal of a water pong event and the flagging of a potato-themed event run by an Irish student as an example of stereotyping.

Reilly was most concerned that the removal of certain events would make it "harder for [incoming students] to choose places that fit their personality or interests." For example, a sex-positive, gender-open floor with a large proportion of LGBTQ residents had several events flagged, including one that involved reading romance novels out loud. She argued that banning these events would "impede the floor from showcasing its culture."

Reilly wrote that she has told Jacobsen and Pham that she does not

REX, Page 2

ÁRON RICARDO PEREZ-LOPEZ—THE TECH

Aurora Brule, director of International Orientation, greets first-year and transfer international students at La Sala de Puerto Rico Monday.

Grad housing report published

Disconnect found between student priorities, facilities

By Mark Goldman
STAFF REPORTER

The Graduate Student Housing Working Group released its final report in an email to all graduate students Aug. 10. The report estimates a demand of 1,000 to 1,100 graduate housing spots, which is double the number originally recommended in the 2014 graduate housing report. As of now, MIT has committed to 950 new beds for graduate students across campus, with 250 to be available in 2020, according to a letter sent to all graduate students in October 2017 after the working group's interim report was published.

Orpheus Chatzivasileiou G, member of the working group, wrote in an email to *The Tech* that this report motivated the administration's commitment to more graduate housing on campus, led to the creation of the implementation team, which has already run pilot studies on altering housing lottery assignments, and set forth a follow-up procedure to measure progress.

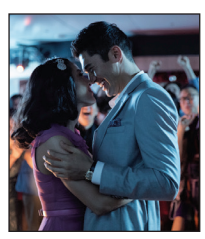
When compared with the previous graduate housing report, Chatzivasileiou wrote that the most recent report included more student involvement and specific guidelines for follow-up. "This report is not the end, but rather the beginning of a continuous process ... to constantly reevaluate and improve the landscape of graduate housing," Chatzivasileiou wrote.

The final report is a culmination of a year's worth of analysis by the working group, which also drew on insights from the Graduate Student Council's 2017 Graduate Housing Needs Survey, the 2017 Graduate

Housing, Page 2

LIFE IS SIMPLE IN THE MOONLIGHT
New dungeon-crawler will sate spelunkers. **ARTS, p. 4**

REMEMBERING WILLIAM CORBETT
The integral role the Boston literary figure played in an alumna's life. **CAMPUS LIFE, p. 9**



SLEEPLESS IN SINGAPORE
When bae's parents are crazy, crazy rich. **ARTS, p. 5**

MUSEUM OF THE MIND
Psychology, surrealism and a sweeping soundtrack. **ARTS, p. 4**

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WEATHER

A warm and sunny welcome to campus!

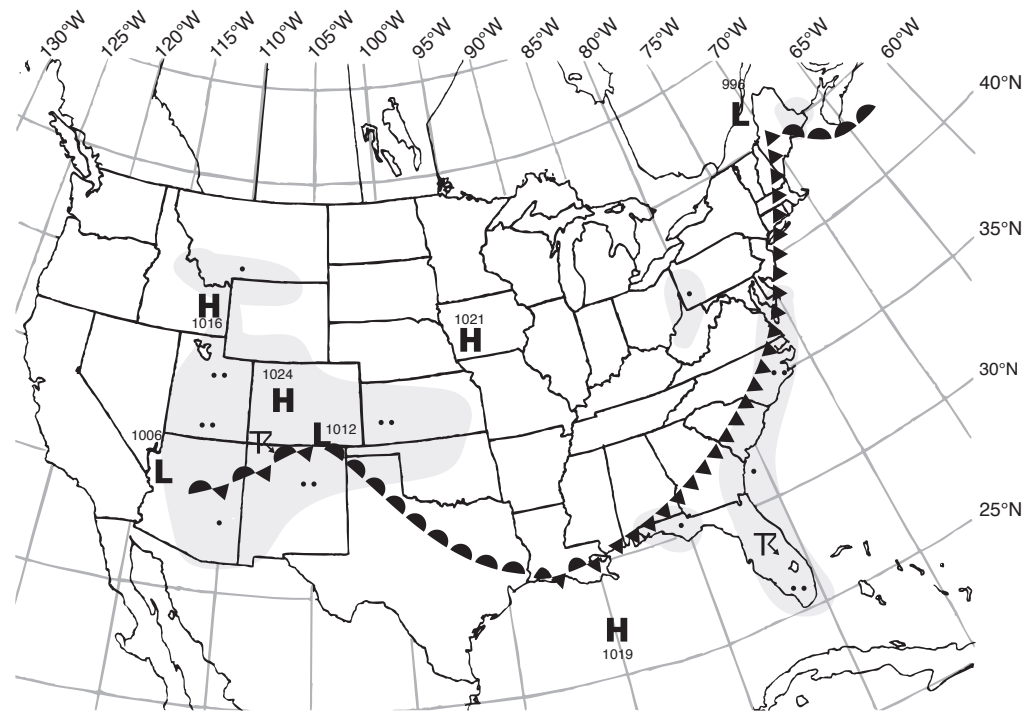
By Sarah Wiedman
STAFF METEOROLOGIST

Welcome to MIT, first-years, and welcome back, upperclassmen! It looks as if the MIT weather machine is back up and running, with some beautiful weather for this weekend and the start of orientation. This past week was much cooler (and wetter) than the past few weeks of summer, but clear skies, sun, and mild warmth will be returning this weekend for the end of FPOP week and the beginning of REX.

In other areas of the country, the weather is not quite as forgiving. Keep on the lookout for news about Hurricane Lane, now a Category 5 hurricane nearing Hawaii. There is some uncertainty in where the hurricane will hit, but it looks to be a powerful storm.

Extended Forecast

Today: Mostly sunny. High around 75°F (24°C). Northwest winds at 5–10 mph.
Tonight: Clear. Low around 61°F (16°C). West winds at 5–7 mph.
Tomorrow: Sunny. High around 83°F (28°C) and low around 63°F (17°C). South southeast winds at around 5 mph.
Saturday: Sunny. High around 82°F (28°C) and low around 64°F (18°C).
Sunday: Mostly sunny. High around 84°F (29°C).



Situation for Noon Eastern Time, Thursday, August 23, 2018

Weather Systems	Weather Fronts	Precipitation Symbols			Other Symbols
			Snow	Rain	
H High Pressure	Trough	Showers	✻ ▽	• ▽	Fog
L Low Pressure	Warm Front	Light	✻	•	Thunderstorm
§ Hurricane	Cold Front	Moderate	✻✻	••	Haze
	Stationary Front	Heavy	⁂	∴	Compiled by MIT Meteorology Staff and *The Tech*

Class of 2022 prefers title 'unsuspecting victims,' says Facebook poll

REX, from Page 1

intend to change any of Random Hall's REX event descriptions. Jacobsen and Pham believe that the edit process was "fair," as REX chairs are able to override the majority of recommendations.

Simmons Hall Frosh Chair Carlos Sendao '20 disagreed with using the term "first-years" instead of "pre-frosh." "Prefrosh isn't a discriminatory/derogative [sic] term, but just an accurate name for students who have yet to have their own Convocation ceremony," Senado wrote in an email to *The Tech*. Sendao believed that calling these students "prefrosh" heightens the significance of Convocation and is important to preserve as a part of MIT's culture.

Simmons Hall Frosh Chair Amber Bick '21 noted in an email to *The Tech* that she was not attached to the term itself but expressed concern that this was indicative of administration increasingly exercising tighter control over students' culture.

According to Jacobsen and Pham, Sendao was the only REX Chair to complain to them about the name change. Rothhaar-Sanders concurred that students working on the REX events booklet have been overall supportive regarding the change.

Administration's decision to use "first-years" to describe the incoming students has led to confusion as to whether administration is concerned about merely the word "prefrosh" or also the words "freshman" and "frosh."

Maya Kaul '19 ran a poll on the ec-discuss mailing list asking what "freshmen" and "prefrosh" should be called. Most students responded that they preferred retaining the existing nomenclature. Comments included, "How is prefrosh negative?" and, "This is what admin is focused on?" Several students also hypothesized that the decision was made because of the gendered ending of "freshmen."

Other students have taken to mocking the decision. On the MIT Summer Confessions Facebook page, one student posted, "froshlings is a slur."

After seeing this post, Katya Bezugla '22 ran a poll on the Class of 2022 Facebook page asking their peers what they believe freshmen should be called, Bezugla explained in an email to *The Tech*. The winner was "Unsuspecting victims," with 66 votes, and second was "Frosh," with 25 votes.

They summed up their class's sentiment by saying, "Most of us don't really know what's going on or why it is, but find it all pretty funny."

Report recommends more flexibility in housing arrangements, higher rent

Housing, from Page 1

Student Life Survey, and numerous other sources.

Thirty percent or more of graduate students listed finances as at least moderately stressful in all five schools, and 60 percent of graduate students were also dissatisfied with the availability and cost of housing, which composed on average 55 percent of graduate student expenses, according to the 2017 Graduate Student Life Survey.

The 2017 Graduate Housing Needs Survey found that 23 percent of students living off campus would prefer to live on campus for the entire duration of their program, an increase from 11 percent according to a survey from March 2013. This increase corresponds to increases in housing demand across the city. The report estimates that due to job growth in Cambridge, 1,100 to 1,200 additional employees will live in the city, which does not include increases in residents working outside of Cambridge. The report connects this increase in space with a decrease in rental units between 2000-15, though it also shows that during a similar period, the number of owner occupied residences increased.

The gap between students' wants and the state of current graduate housing is not only availability. According to the report, students valued short commute time and air conditioning, but were less willing to pay for bedroom size, a gym (and other amenities), a sense of community, or parking. Yet, the newer graduate dorms, Warehouse, Sidpac, and Ashdown, all include fitness centers and have large common areas. Some of the dorm rooms, like most of Sidpac, include predominantly large bedrooms.

The report goes on to recommend a balanced budget while maintaining facilities, citing a current revenue gap of $5 million and a high percentage of housing vacancy: nine percent during the last academic year and 28 percent over the summer. To combat the budget gap, the report suggests a few changes, like more flexibility in housing assignments, conversion of common space to units, increasing rent, and a well-defined process to make these policy changes.

Much of the data used in this report came from surveys, which the report acknowledges maybe be subject to response bias, which can be reduced by having large participation. The response rate for the 2017 Graduate Housing Needs Survey was 19 percent.

EVENT

MIT Libraries
Ice Cream Social

Thursday, August 30, 3-5pm
Lipchitz Courtyard, Building 14

Eat Ben and Jerry's ice cream, play games, win prizes, and meet our experts. All freshmen welcome!

MIT Libraries

Are you dying to tell someone your latest ephiphany?

Write about it!

Join Campus Life @ The Tech!

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Departments encouraged to expand exploratory options, develop clear roadmaps for prospective majors

GIR, from Page 1

major and increased satisfaction with the ultimate major," as well as perhaps greater overall satisfaction with the undergraduate experience, improved academic performance, and reduced stress, the proposal explained.

To observe what happens, administrative data will be collected throughout the process.

This may include information on which departments, programs, and fields students choose to explore; which GIRs students choose to take on P/NR versus on regular grading, and their timelines for completing the requirements; their grades, especially in GIRs and subjects for which GIRs are prerequisites; and S3 and mental health data, the proposal continued.

"The ideal impact would be, from my perspective, that students would take one or two fewer GIRs in their first year, and use that time instead to explore interests, whether that's majors, minors, or courses that they just really want to take," Waitz said.

Under the experimental policy, the recommended model for the first-year fall schedule is two SME GIRs, one HASS (not necessarily a CI-H), and 12 units of academic exploration, according to an FAQ article published by the Office of the Vice Chancellor.

This new advice is in significant contrast to current trends: 80 percent of students take three or four SME GIRs in their first semester, the proposal said.

The proposal also cited several figures from the 2018 Perceptions of Majors Survey. Twenty-seven percent of undergraduate respondents said that they did not feel prepared to choose their major, and 30 percent have changed their major since starting college.

Waitz hopes to track how different policies affect these statistics. He is also interested in studying potential shifts in the broader trajectory of students' intended majors over time, from what they indicated on their high school applications through their eventual decision.

Parallel to the experimental policy changes to P/NR grading, departments are also being encouraged to add exploratory, low-unit classes that have minimal barriers for entry and clarify (or create) roadmaps for their majors.

> **"The ideal impact would be that students would take one or two fewer GIRs in their first year."**

Reactions from interviewed students in the Class of 2022 have been largely positive, with a few misgivings.

"I am definitely a fan of the CUP experiment," Julia Wang '22 wrote in an email to *The Tech*. Wang was originally planning to take the chemistry and biology GIRs in the fall, but she may now push them a semester or a year.

"This policy will allow me to explore more subjects outside my comfort zone and to take advanced math and computer science courses early on," Wang wrote. She hopes having the freedom to take classes in the courses she is interested in will "help [her] make a confident major declaration" by the end of the year.

> **Twenty-seven percent of undergraduate respondents to the 2018 Perceptions of Majors Survey said that they did not feel prepared to choose their major.**

"Having the freedom to spread out my GIRs over multiple semesters and still take three of them P/NR after the first semester is quite relieving," Wang continued. "On the other hand, I don't want to have too many 'P's on my transcript as opposed to letter grades."

Katya Bezugla '22 expressed a similar concern.

"Since they made the P/NR optional, I am unsure on how choosing to make a class P/NR will affect my transcript in the eyes of future employers," Bezugla wrote in an email to *The Tech*. "Will they look at it and think I made a class P/NR because I doubted I could handle it? There is a lot of uncertainty in this, and so ... I am not sure whether I will use this option."

For Kelly Wu '22, the policy has prompted her to consider pushing the biology GIR and take 6.0001 to learn programming or a class in Course 10 to explore her intended major instead.

"I think the change is overall positive, because it allows freshmen to plan a course schedule based more around exploring what majors we're interested in," Wu wrote in an email to *The Tech*.

> **This initiative is "extremely unusual," Waitz acknowledged.**

However, Wu is also worried that the policy may "cause us to blow off GIR[s] more and not fully learn the fundamental subjects," which may have a negative impact down the road.

"It's hard to find a job that is precisely tailored to your major in college, so some of the skills and content learned in GIRs might end up being helpful at wherever we end up. And I think P/NR takes away some benefits," Wu explained.

Comments from numerous department heads, faculty, administrators, and other members of the MIT community were also collected as part of the proposal.

These included letters of support from President L. Rafael Reif, Chancellor Cynthia Barnhart PhD '88, Provost Martin Schmidt PhD '88, and UA President and Vice President Alexa Martin '19 and Kathryn Jiang '20.

Most of the criticisms articulated in the other letters were in response to specific aspects of the initial proposal, which was submitted to the CUP July 9.

This earlier version allowed students in the Class of 2022 to choose between two options. Option A was to take SME GIRs on P/NR at any time; Option B was to participate in 12 units of exploration from two or more departments in lieu of one of the SME GIRs.

"Speaking on behalf of the department heads in the School of Science, I strongly and enthusiastically endorse the spirit of the proposal to conduct experiments to improve the undergraduate education experience, specifically around modifications to the GIRs," Dean Michael Sipser wrote in a letter to the CUP.

"However, to varying degrees, everyone I've heard from is concerned about the short timeframe available for preparing exploratory subjects, a key element of this proposal," Sipser continued. "I agree with these concerns, and would add my own feeling that inadequate time for preparing this experiment may lead to large-scale confusion and frustration among students, faculty and staff."

This initiative is "extremely unusual," Waitz acknowledged.

"First, we don't do a lot of curricular experiments to start with, and rarely do we do things this large," Waitz said. "I'm not aware of any time that we've moved so quickly to do something, especially over the summer."

But Waitz "saw an opportunity" after the conclusion of the Designing the First Year class in Spring 2018. Upon attending a faculty retreat in June, Waitz realized there was also a lot of support for doing experiments, especially related to altering P/NR.

The timing was also aided by the fact that the Class of 2021 was already in a good position to serve as a control group, as their experiences in selecting a major had already been studied extensively by the CUP through a series of survey- and interview-based self-assessments conducted last year.

The final proposal restructured the experiment so that it aligned with Sipser's recommendations to adapt a version of Option A for the Class of 2022 and plan to implement a different variant, possibly Option B, for the Class of 2023.

Amy Shim contributed reporting.

Be a PENguin
write for us
e-mail join@tech.mit.edu

Solution to Porter

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1 B	2 A	3 I	4 T	■	5 T	6 Y	7 B	8 A	9 L	10 T	■	11 I	12 P	13 A	14 D
15 U	M	N	O	■	16 Y	E	A	G	E	R	■	17 N	E	R	O
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37 C	L	A	M	B	38 E	R	O	F	S	E	39 C	R	E	T	S
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VIDEO GAME REVIEW

Let's get down to business

Moonlighter combines the best of both worlds

★★★★☆

Moonlighter

Developed by Digital Sun

Published by 11 bit studios

Rated E10+ for everyone ages 10 & up

Available on PC, PS4, Switch, and Xbox One

By Nathan Liang
ASSOCIATE ARTS EDITOR

Upon the excavation of five mystical gates, heroes from far and wide traveled to try and conquer the dangers posed by the mystical dungeons hiding behind these gates. In order to meet the needs of these brave heroes, the small commercial town of Rynoka was founded.

Decades after the founding of Rynoka and the discovery of these five gates, you play as Will, a young and adventurous shopkeeper. By day, Will maintains Moonlighter, the shop passed down to him by his old man; but by night, he dives into the Golem Dungeon — the only dungeon left open as business in Rynoka began to die down — to fulfill his dreams of someday becoming a true hero while collecting treasures from the dungeon to be sold off to the passing adventurer.

Meanwhile, the village wise old man, Zenon, warns Will away from his rather dangerous dreams: "You are the last of your family. The only one left to run Moonlighter." He doesn't believe Will should risk his life in chasing his obsessions in unlocking the fifth gate. Instead, he should focus more on making a safe, honest living by keeping the legacy of Moonlighter alive. However, as though Zenon can sense Will is bound to not heed his words, the old man gifts Will his old sword and shield after chastising him for using a broom to beat up monsters.

The premise of *Moonlighter* is probably an easy draw for adventure, dungeon-crawling, and roguelike game fans alike. You get to seamlessly play two sides of the coin often associated with any classic adventure: the merchant and the hero.

Initially, the default controls for the game on the PS4 were rather awkward for me, but thankfully I was able to fully customize the button layout to a convention I was used to. From then on, the game was pretty much smooth sailing. It takes a few in-game days of play to get an established routine, and the nice part about this game is that you can customize a notable amount of content to fit your play style. You can outfit your shop to be open for as long as possible or to rake in the most funds possible. When you're dungeon-crawling, you can play as the heavy-hitting tank, the deftly-skilled rogue, or the well-equipped archer. You can even decide what other shops to invite into town, since every new shop needs an initial investment to get started in Rynoka.

Now, while *Moonlighter* may not be the most narrative-heavy game, it still has quite a bit of hidden lore players can find when talking to other civilians of Rynoka or scouring the dungeons for artefacts to sell or keep. The simple motif of the game also lends itself to feelings of nostalgia, whether it be from the pixelated art style or the journey-inspiring music.

Unfortunately, not every game is perfect, and *Moonlighter* is no exception. For some, this game can seem very repetitive or even boring while trying to grind for the riches needed to upgrade weapons, armor, and available amenities that will make the conquest easier. The game also seems prone to the occasional bug, whether it be unable to close shop for the day or because of a stuck NPC or not being able to see the map as you go through a dungeon.

A more personal grievance I have is the inclusion of the Wanderer enemy. The Wanderer is a large, unkillable ghost-looking monster that will randomly appear while a player dungeon crawls. There's no guarantee it will always appear, but there's also never any indication of when it will appear. Accompanied by an abrupt change of music, it'll pull itself from the ground and proceed to chase Will until he decides to safely warp out of the dungeon or gets slammed into unconsciousness and removed from the dungeon sans loot. I understand if the inclusion of the Wanderer is meant to provide another challenge to the player as they progress through the dungeons, but it's just plain annoying and inconvenient to deal with, especially if a poorly-timed movement means the loss of very valuable artefacts.

Despite these flaws, though, *Moonlighter* is a simple-to-learn, fun-to-play game, and I would recommend this to any fan of the roguelike genre.

VIDEO GAME REVIEW

Walking in weary shoes

The elegantly crafted first-person narrative *Anamorphine* sheds light on coping with loss

By Nafisa Syed
EDITOR

A broken cello in the closet, a seemingly endless pile of musty takeout boxes, a boarded up window — the first moments of *Anamorphine* are anything but straightforward. From the point of view of the game's protagonist, a photographer named Tyler, we recount the memories that led to this desolate scene. As a first-person narrative experience, *Anamorphine* is immersive — though it took me a while to get the hang of the game's keyboard-and-mouse controls, I was completely invested in Tyler's struggles as well as those of his wife, Elena, who is a cello player. After an accident leaves Elena's arm injured, the couple's life becomes increasingly difficult, and the player accompanies Tyler as he deals with the aftermath. The game has no dialogue and is driven forward by a sweeping soundtrack and delicately rendered visuals.

The first part of the game's story is linear, with Tyler moving through his memories with Elena. In most scenes, the player traverses the couple's apartment, seeing the changes through time. To progress, the player can collect objects that have emotional significance to Tyler, and the scene is frozen as a photo in a museum-like palace that seems to symbolize Tyler's mind. Each memory has its own "exhibit," and the player can walk back through and see the objects that they observed previously before moving on to the next scene. I found this mechanic elegant but also occasionally dissatisfying when happy memories were cut short. I wanted more happy memories for Tyler and Elena, but that also demonstrates the developers' ability to create such sympathetic characters without any dialogue.

As part of the memory scenes, there are sequences that seem to represent the emotions of the characters. When Elena plays music, the player is transported to a surreal meadow filled with brightly-colored foliage. Elena's resonant cello solo swells as Tyler walks up to massive, lily-like flowers, his presence helping them bloom. Throughout the game, Tyler struggles with alcoholism, and the player is transported to a bike in the desert, helping him navigate the dunes and apparitions of frightening memories. The mechanics of the bike rides were quite difficult at times, and my struggles with the keyboard occasionally took away from my attention to plot-relevant details. At the beginning of each desert scene, Tyler's bike is surrounded in a circle of empty beer bottles — there is only one path the player can take. These dream-like scenes are filled with feeling — I found myself almost moved to tears seeing how the music garden changed near the end of the game and how the circle of beer bottles trapping Tyler in the desert only grew larger and larger.

As Tyler and Elena's lives become more stressful, the apartment morphs into an overwhelming surrealist mishmash of furniture and objects. Bottles fill the room, the kitchen table moves to the ceiling, and the lights drip a glowing fluid. Both Elena and Tyler deal with mental illness, and the game uses surrealism as a visual metaphor for their mental and emotional states. As the player looks up and walks around, there seems to be an unending array of rooms in the apartment, and the game becomes disorienting and confusing. It feels like Tyler is attempting to make sense of the sadness and despair in his life, and small details from early on in the game definitely come back to haunt the player as we make our way back to the harrowing scene at the game's beginning.

Given its heavy subject matter, I was pleasantly surprised to see that *Anamorphine*'s developers consulted a psychologist when developing the game, as it does include some content that could be disturbing and overwhelming for players. The game has an option to warn players when

★★★★☆

Anamorphine

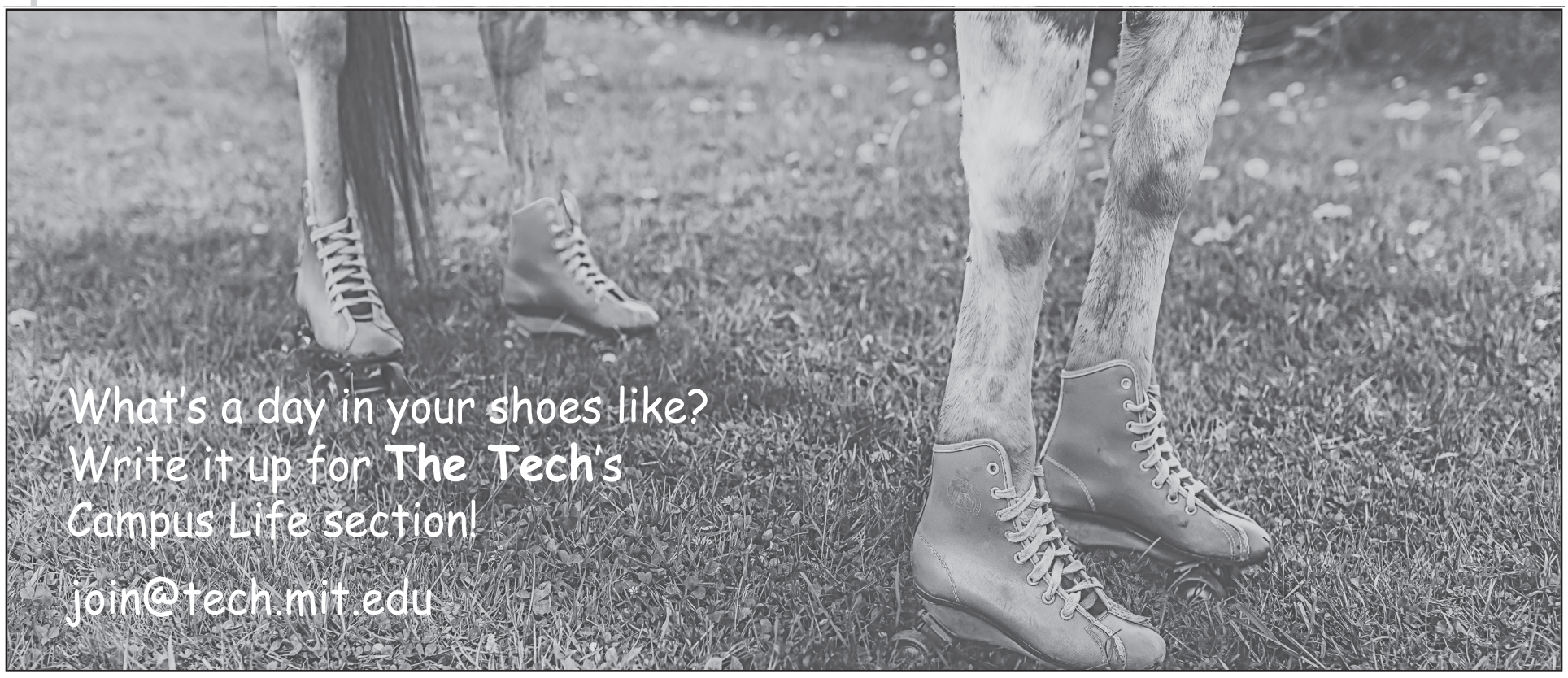
Developed by Artifact 5

Rated T for Teen

Available on HTC Vive, Oculus, PS4, PS VR, and Windows

sensitive content could be displayed and gives them the choice to skip the scene. I did not skip any of the game's material, but had I not played with a friend, I probably would have. *Anamorphine* is best played with someone to scream in anguish at, and to share in your pain as you share in Tyler's.

Through its surrealism and hyperrealism, *Anamorphine* redefines the emotional capacity of the video game. Walking in Tyler's shoes, the player confronts fear, loss, and heartbreak in a narrative steeped in feeling and the realities of human life. Hauntingly beautiful and heart wrenching, *Anamorphine* is an experience I won't soon forget.



MOVIE REVIEW

‘I know this much, you will never be enough’

Crazy Rich Asians brings a new perspective into the limelight

SANJA BUCKOV

Rachel (Constance Wu) and Nick (Henry Golding) share a tender moment in *Crazy Rich Asians*.

★★★★☆

Crazy Rich Asians

Directed by Jon M. Chu

Screenplay by Peter Chiarelli and Adele Lim

Based on the novel by Kevin Kwan

Starring Constance Wu, Henry Golding, Michelle Yeoh, Gemma Chan, Awkwafina

Rated PG-13

Now Playing

By Nathan Liang
ASSOCIATE ARTS EDITOR

When I first heard about *Crazy Rich Asians*, I was met with the general excitement that everyone else in the Asian American community felt. You know, the “Finally! There’s a big blockbuster film that will have a majority Asian cast!” kinda feeling. Then, my mother (in typical Asian mom fashion) instilled a doubt within my excitement. What if this movie ends up actually being terrible? What if it’s just a copy of those bad Chinese dramas? What if it’s *even worse* than those bad Chinese dramas?

Well, in hindsight, those doubts seem pretty silly now. There are really no obvious signs pointing to *Crazy Rich Asians* being an absolutely terrible movie. The casting is strong with familiar talents such as Constance Wu, Michelle Yeoh, and Ken Jeong; and even then, the newer faces brought fresh blood into the acting pool, including Henry Golding and Nico Santos. The director’s filmography includes *Now You See Me 2*, which wasn’t bad, and Peter Chiarelli wrote the screenplay for *The Proposal*, one of the classic rom-coms to date.

Now, plot-wise, *Crazy Rich Asians* is fairly simple. Rachel Chu (Constance Wu) agrees to go to Singapore with her boyfriend Nick Young (Henry Golding) to accompany him at his best friend’s wedding. However, upon arriving, Rachel quickly realizes that Nick has been hiding a key part of his family’s identity: they are one of the wealthiest families in the area. With this reputation comes a great deal of family pride and desire to hold onto this legacy, along with a nasty bout of jealousy for the handsome, wealthy bachelor.

On her personal journey in dealing with Nick’s inevitably judgmental family, it is revealed that the cast of characters are very complex and far from stereotypical. Yes, Nick’s mother Eleanor (Michelle Yeoh) despises Rachel at first, but it’s because she does not believe Rachel will live up to the pressures of a wealthy life and will only bring shame to their family. Eleanor is afraid of losing her son to a “pampered” American and losing the family business with her only competent son’s potential escapade to New York. Another character I really enjoyed getting to know is Oliver T’sien (Nico Santos), another one of Nick’s many, many cousins. As far as first impressions go, extravagant fashionista Ollie makes a great, friendly one. He is immediately introduced as a caring support character in Rachel’s journey and even briefly shares his outsider relatability to her by stating that he is the “rainbow sheep” in the family.

The relatability of the film also feels very universal, despite the majority Asian cast and use of Asian notions and traditions. Rachel’s outcast role during the bachelorette party or the effect of Michael’s (Pierre Png) betrayal was felt by everyone watching in the audience. The very deep moments are also quite poignant and are very well developed in the grand scheme of *Crazy Rich Asians*, from Eleanor standing her ground against Rachel’s intrusion into the family dynamic to Rachel rekindling her spirit and finding her voice again in the face of adversity.

I also just really appreciated Rachel’s relationship with her mother, showing a different side of Asian parents than the stereotypical tiger mom. It reminded me of my own deeply loving and nurturing relationship with my mother, and I enjoyed seeing that kind of representation on the big screen. It was also a welcome sight to see more Cantonese than Mandarin in a mainstream representation, but I digress.

I’m usually not one to watch rom-coms of my own volition, but I do not regret seeing *Crazy Rich Asians*. If you want to see a film diversified with regards to cast, themes, characters, and meaning, I highly recommend checking this movie out at some point.

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Adriana
MEMBER SINCE 2007

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THE DAILY COMMUNION

On behalf of *The Tech*, we'd like to welcome the Class of 2022 to MIT! You'll find in the following pages a curated guide to this year's Residence Exploration (REX) events. We asked REX chairs to submit up to 25 events each and provide to short paragraphs about their living groups.

At MIT, you have the special privilege of choosing which dorm you would like to live in. You should engage as much as possible in the fun events the dorms will host, so you can find the people you will love to hang out with for years to come. Visit other dorms even if you are satisfied in your current assignment, and remember that the people and culture of a dorm matter more than its physical amenities (or lack thereof). Switching dorms is more than possible, and don't forget that the many fraternities, sororities, and independent living groups (FSILGs) will also be recruiting in a couple weeks. You'll find a similar guide to FSILG events in an upcoming issue. Don't forget to have fun and pepper the upperclassmen with questions!

Burton Conner House, McCormick Hall, New House, Next House, and Random Hall did not submit events and descriptions by The Tech's publication deadline.

MESSAGES FROM YOUR REX CHAIRS

Baker House
Baker is a great dorm to live in your freshman year! Lots of people in Baker are involved in athletics and Greek life so if those are things you are planning on pursuing, Baker would be a great fit for you! Baker is also a very social dorm! There are always people hanging out and studying in the lounges so there is always someone to talk to! We also have a ton of fun, food filled study breaks from our awesome house team that make Baker feel like home! Overall, living in Baker is a ton of fun! #BakerHouseBakerHome

—Claire Yost & Sridevi Kaza

Maseeh Hall
Be you, with us! Maseeh may be the newest dorm, but we're already building a vibrant community that changes and morphs the higher you climb up Maseeh's towers. Whether you're a puzzle-solving expert, a zumba enthusiast, or you want a group of awesome people to chill with, Maseeh has you covered. We want you to go out and do what you love—build the newest computers, blow glass sculptures, make marvels—then come home and and relive every detail with your Maseeh family. Here at Maseeh, no matter who you are or where you come from, you become one of us.

—REX Heads

Thursday, August 23, 2018

8:00 AM

8:00 AM - 9:00 PM **East Campus**
Grill and Chill and Build. I shouldn't use power tools when I'm holding [redacted]

Friday, August 24, 2018

12:00 AM

12:00 AM - 11:45 PM **East Campus**
Grill and Chill and Build. He knew what a 2x4 was and no one else did

Saturday, August 25, 2018

8:00 AM

8:00 AM - 8:00 PM **East Campus**
Grill and Chill and Build. That shit aint edible

10:00 AM

10:00 PM - 12:00 PM **maseeh**
Waffle Bar. Finish your FPOPs and start REX with a "balanced" breakfast!

12:00 PM

12:30 PM - 2:00 PM **MacGregor House**
Frilled Cheese. What is frilled cheese? A classic, beloafed foodstuff in a variant spelling? A surreal marriage of crochet and dairy? Satirical art that indicts culinary ornateness and excess? Discover or debate the answer, hang out with the residents, and stuff your face with copious, overburdened frilled cheese. For the curious, gluten-free and dairy-free options will be available. MacGregor F-Entry.

2:00 PM

2:00 PM - 3:00 PM **MacGregor House**
Soccer and Popsicles with A-Dogs. Enjoy a fun game of soccer with the Alpha Dogs! Or just stop by and grab some nice, cold popsicles.
Brigg's Field, Saturday.

5:00 PM

5:00 PM - 12:00 AM **maseeh**
Board Games!. Protect your Secret Hitler, Connect words with their Codenames, or play your favorite Card Against Humanity.

5:00 PM - 7:00 PM **MacGregor House**
Creative Cooking with H-Entry. Are you worried about how you'll survive MIT without your mom making you dinner? Does the idea of dining hall food make you cry inside? Have you had this weird idea for mac and cheese you've always wanted to try? Come to H Entry and learn how to cook, dorm style, from the people who know best.

7:00 PM

7:00 PM - 8:30 PM **Simmons Hall**
Sponge Scavenger Hunt: REX Edition. This exciting hunt is a fast-paced combination of math, shape, and word puzzles involving a Simmons-wide search for clues. Arrive early, as a limited number of teams will be able to participate.

7:00 PM - 9:00 PM **MacGregor House**
Come Flip Your Tastebuds. Come and have fun with miracle berries, berries that affect your taste buds and makes sour things taste sweet! Try it out with some lemonade, sour war heads, assorted fruits, and cookies (because why not). MacGregor D-Entry.

8:00 PM

8:00 PM - 9:30 PM **Simmons Hall**
Scootah Hockey. Fight for your team, impress the crowds, gain the attention of pro scooter hockey coaches for the upcoming season, and win glory beyond your wildest dreams.

9:00 PM

9:00 PM - 11:00 PM **MacGregor House**
mulanEy and browniEs. What better way to spend one of your first nights new in town than watching John Mulaney's comedy specials? If we make brownies, you'll have a couple, right? If we make brownies for the REX event, you'll have some? I know you'll have brownies if I make brownies! Should we do it? Yeah, let's be bad! C'mon, let's do it! We're gonna make a plate of brownies! MacGregor E-Entry.

10:00 PM

10:00 PM - 12:00 AM **Simmons Hall**
Wub Wub and Waffles. Come get your fill of chicken (nuggets) and waffles while playing Super Smash Bros and listening to Dubstep. Sounds like a great night.

11:00 PM

11:00 PM - 12:30 AM **Simmons Hall**
Cheesecake & Sporcle. Come and Sporcle. Sporcle is a group trivia game which we will be projecting on to the big screen - if you know about anything from obscure sports records to crystology, come and yell at our typists!

11:00 PM - 11:15 PM **East Campus**
where'd we go?. Everything is bullshit

Sunday, August 26, 2018

8:00 AM

8:00 AM - 9:00 PM **East Campus**
Frolicking in the Courtyard. Only 15 minute before a "mandatory" orientation event? Never fear, we'll find something fun for you to do instead.

9:00 AM

9:30 AM - 11:30 PM **Simmons Hall**
Trojan Duck Build. Come practice practical carpentry skills with building a wooden duck.

12:00 PM

FYRE applications open!
fyre.mit.edu

12:00 PM

12:00 AM - 1:30 PM **Simmons Hall**
Pizza Bagels. Come enjoy some free lunch by making your own bagel pizza with delectable toppings. You should probably eat said pizza bagels as well.

12:00 PM - 6:00 PM **MacGregor House**
Fire Hazard Roast. Come join MacGregor's Fire Hazards for food, friends, and flames! Prepare to roast your own hamburgers, kebabs, and (new) friends this wonderful Sunday afternoon in MacGregor's courtyard.

12:15 PM - 3:15 PM **MacGregor House**
Smash n' Dash. Join the gents of G-Entry in paying tribute to the greatest games ever made: Super Smash Brothers Melee and Mario Kart Double Dash! There will be snacks for everyone and an awesome prize for anyone who can beat one of our top smashers one on one! No dash backs allowed ;).

1:00 PM

1:00 PM - 2:30 PM **maseeh**
Mocktails. You can't legally drink, but you can pretend like you can with some of these flavorful creations!

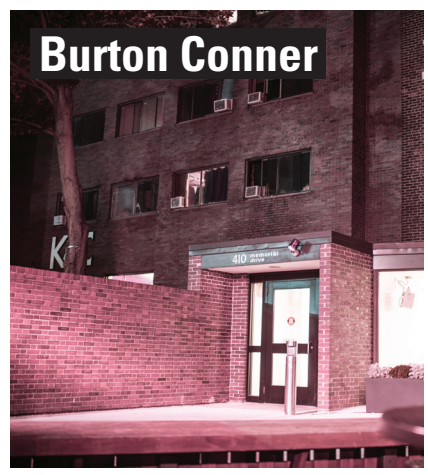
1:00 PM - 3:00 PM **maseeh**
Trivia. Face your new peers! Do you remember everything from all those classes in high school?

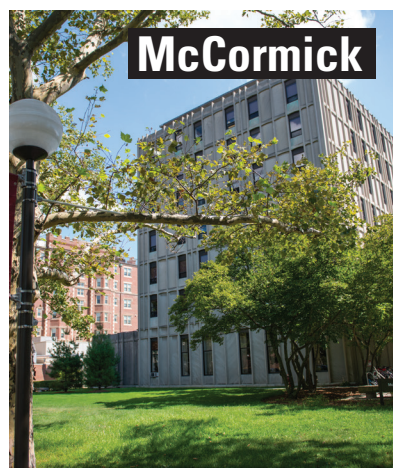
1:30 PM - 3:00 PM **Simmons Hall**
Paint Bar. Come paint the afternoon away with us! We'll have all the colors of the rainbow, enough paint brushes to go around, and friendly conversation over juice and soda.

1:30 PM - 5:00 PM **Simmons Hall**
Capture the Sardines. Come combine two of your favorite childhood games in one of the most architecturally confusing buildings known to mankind.

3:00 PM

3:00 PM - 4:30 PM **Simmons Hall**
Bailey the Therapy Dog. Come meet Bailey the Therapy Dog that comes and visits MIT occasionally throughout the year.





3:00 PM - 5:00 PM **maseeh**
Yard Games & Grill Out. Burgers, Games, Music. Enjoy the summer weather before it goes away!

4:00 PM

4:00 PM - 6:00 PM **MacGregor House**
Rolling with the Alpha Dogs. Stop by and meet the Alpha Dogs while enjoying some Chipotle Burritos! MacGregor A-Entry.

6:15 PM - 8:00 PM
Orientation Kickoff

7:00 PM

7:15 PM - 9:00 PM **MacGregor House**
Laser tag is fun. On Sunday evening, you can participate in it right here on the MIT campus. you can battle your new friends and classmates at MacGregor.

7:30 PM - 10:00 PM **maseeh**
Scavenger Hunt. Learn your way around campus, make some friends, and get in on some friendly competition!

8:00 PM

8:00 PM - 10:00 PM **Simmons Hall**
SIMFEST. CELEBRATE THE ULTIMATE SIMMONS EXPERIENCE: Miracle Berries*Butterfly Combs*Cheese*Cotton Candy!*GATAS*Henna*Inverse Curling*Chalking*Cupcake Roulette*SWAGFEST*PLUS MORE!

9:00 PM

9:00 PM - 12:00 AM **maseeh**
Board Games (Round Two). Didn't win yesterday? It's rematch time!

9:00 PM - 10:00 PM **East Campus**
Boba Ballz. You need to floss RIGHT NOW

9:00 PM - 10:00 PM **MacGregor House**
"The Original (J Entry) Indoor Camping, est. 2018." You know you want to campFYRE into MacGregor. Come and hang out withus in J Entry (up the outdoor stairs to the right) to learn about MacG and J Entry in particular. This relaxed event with blanket tents, s'mores, and a virtual fireplace is the perfect place to ask whatever questions you have!

9:15 PM - 11:00 PM **MacGregor House**
Are you a serious poker player looking for some competition? Are you someone who's never played poker before, but wants to learn? Do you just really like Chinese food? In any case, come to Chinese and Poker in the MacGregor dining hall.

10:00 PM

10:00 PM - 11:00 PM **Simmons Hall**
Real Talk. Want to know how we deal with pset deadlines? What to do if your roommate wants the room to themselves? Come and ask any question you want, anonymously, to our diverse panel of residents.

10:00 PM - 12:00 AM **MacGregor House**
Game Night with D-Entry. Come hang out with D-Entry and play games like cards against humanity, exploding kittens, Katan, Smash or just come and chill. There'll be pizza and wings. MacGregor D-Entry.

Monday, August 27, 2018

12:00 AM

12:00 AM - 1:00 AM **maseeh**
Waffle Bar: Night Edition. Who doesn't love breakfast for dinner, or maybe even a midnight snack?

8:00 AM

8:00 AM - 11:00 AM **Simmons Hall**
Rainbow Breakfast. We know you're hungry for more information about what queer life is like at MIT and Simmons. So come enjoy pancakes of different colors and conversations of different orientations.

1:00 PM

1:00 PM - 2:30 PM **MacGregor House**
Sushi Party! Play party games and snack on sushi with the gents of G-Entry! Roll your own (no experience required) and play some Drawful and Sushi Go! Bring a charged smart device of some kind.

11:00 AM - 12:00PM
Convocation

4:00 PM

4:00 PM - 5:30 PM **maseeh**
Dorm Tours!. Take a tour of the castle with Maseeh residents as your guide! Leaves every 10 minutes.

4:00 PM - 5:30 PM **MacGregor House**
Protobowl and Produce. Lettuce give you the only fruits and veggies you might find all REX while you attempt to beet our residents to fig-ure out the answers. It's sure to be amaize-ing; please bring laptops if possible! MacGregor E-Entry.

5:00 PM

5:00 PM - 1:00 AM **maseeh**
Smash. Tournament style with prizes. Will you win, or will you get kirbicided?

5:00 PM - 5:30 PM **East Campus**
RIOT!!!!. He fucking stole my shoes and made me clean the lounge to get them back

7:00 PM

7:30 PM - 10:00 PM **Simmons Hall**
Escape the Room. Get "locked" in a room with some of your soon-to-be closest friends! Can you complete all the puzzles before the velociraptors break in?

7:30 PM - 9:00 PM **East Campus**
Plants. 44 inches.... That's not possible

7:30 PM - 9:00 PM **MacGregor House**
"The Original (J Entry Murder) Mystery." bang.. a shOt goes off in a Crowded room and a man falls down, dead. you have Two hoUrs to Solve our puzzlEs and find the murdeRer. bring YoUr appetite for justIce (and catered dinner). note: no team in the history of j entry murder mystery has solved all of our puzzles it's still a good time :)

8:00 PM

8:00 PM - 10:00 PM **maseeh**
S'mores & 2048. A Maseeh tradition with a little extra something this year!

9:00 PM

9:00 PM - 10:00 PM **Simmons Hall**
Swing Dancing. It don' mean a thing if it ain' got that swing! Come learn basic lindy hop in this intro lesson, then stay afterwards for TOTS to show off your moves! No partner or prior experience necessary.

9:00 PM - 10:00 PM **MacGregor House**
Chill with C-Entry. Come hang with the chillest residents this side of the Charles River! Food, fun, and friends provided.

9:00 PM - 2:00 AM **Simmons Hall**
Puzzle Hunt. A puzzle hunt made by MIT students, for MIT students. Drop in at any time and solve a few puzzles, or try to solve the meta first.

9:30 PM - 11:30 PM **MacGregor House**
Fantastic Cane's of Cain. Do you already oh-so-miss your fried chicken options from back home? Do you want to talk with upperclassmen about what is wisdom, the meaning of 1+1, or what interesting things happen can happen on what otherwise would've been a typical day of a MIT student? Why is this "of Cain"? Well then, you better not miss out on this event. F-Entry formally presents the chicken we oh-so-adore, from a place where it alone is exclusively loved. MacGregor F-Entry.

10:00 PM

10:00 PM - 12:00 AM **MacGregor House**
B chill with Bentry. Tired from all of the craziness of REX? Well, come relax, hang out, get away from the stress for a little while, and generally just B chill with us in Bentry. MacGregor B-Entry.

10:00 PM - 1:00 AM **Simmons Hall**
Top Of The Sponge. Come dance the night away on our iconic rooftop terrace with a spectacular view of the Boston skyline! It'll be dope as duck.

Tuesday, August 28, 2018

8:00 AM

8:00 AM - 11:00 AM **Baker House**
Baker BBQ Pits: Baker Waffles by the Charles. Come join the Baker residents for waffles and lawn games! Eat some delicious homemade waffles with tons of tasty toppings and wake up to some bumpin' tunes!

10:00 AM

10:00 AM - 11:30 AM **maseeh**
Waffle Bar (Third Time's the Charm). Can we go for three? We can! Come and eat with us!

3:00 PM

3:00 PM - 5:00 PM **East Campus**
Make your own Stone Tool. How do you feel about being a party theme?

6:00 PM

6:00 PM - 11:00 PM **maseeh**
Tower Party (cue Kill Bill sirens). It's party time across the entire castle! Every floor has its own theme!

7:00 PM

7:00 PM - 7:30 PM **East Campus**
Killian Court: Water WARS. [redacted] is the reason I realized pure democracy can't work

8:00 PM

8:00 PM - 9:30 PM **East Campus**
Smol Desk Concert. A floating head in the sky? Can't say i identify with that

8:00 PM - 10:00 PM **MacGregor House**
[Falling Objects Hazard] Makeathon! HEX is a historically creative, nerdy, DIY, rebellious culture, and is situated in the southeast corner of the MacG Low Rise. We enjoy building things. Whether it's a means of getting vegetables to the other side of the Charles River (goo.gl/er2CPS), a 80 PSI tampon launcher (goo.gl/QmpJqr), or a giant HEX logo (goo.gl/Eq51Hy), any project is welcome at HEX. With more powertools than you can possibly ever need, any project is possible. Tonight, we'll be experimenting with falling objects, building contraptions that can launch 90kg projectiles over 300 meters. MacGregor H-Entry.

8:30 PM - 9:30 PM **East Campus**
Converse with C-Entry. Got any questions about the MIT experience or life in general? Drop by C-Entry for quality conversation and snacks!

9:00 PM

9:30 PM - 11:30 PM **MacGregor House**
Tea Time with Thi: The Resurrection. "Tea: a hot drink, Thi: a hot man" Missed out on this amazing event during CPW? Not to worry, it is back and there is plenty of tea to go around. Come enjoy some tea and hang out with us (Thi included) in Bentry. MacGregor B-Entry.

10:00 PM

10:00 PM - 12:00 AM **MacGregor House**
bEan dip and board games. E entry's legendary bean dip along with its legendary board game fanatics all in one place. Catan you believe it?

10:00 PM - 1:00 AM **Baker House**
Baker Dining: Baker Skyline. Come party at the social dorm with the fun residents of Baker and your fellow first years! Join us for lit music, delish pizza, and an overall good time! Get HYPED for the largest party of REX!

10:00 PM - 2:00 AM **Simmons Hall**
Board Games and Ice Cream. Play Recollection! Challenge our resident Set master! Meet some of your new classmates through friendly competition! There will be more board games and ice cream than you've ever seen.

Wednesday, August 29, 2018

2:00 AM
FYRE applications close!
fyre.mit.edu

1:00 PM - 3:30 PM
Academic Expo

5:00 PM
FYRE results out!
fyre.mit.edu

8:00 PM

8:00 PM - 12:00 AM **maseeh**
Movie Night. REX is exhausting. Get some rest and catch a good movie while you're at it!

In memory of William Corbett

By Sarah Whiteside Slocum

Editor's note: William Corbett, an award-winning poet and longtime lecturer of writing at MIT, died August 10.

Sometime in early September, 2010, I showed up early to my first day of poetry class, MIT's 21W.756, in Building 1. The prior class was still seated within the small room, so I sat down on a bench in the hallway to wait. I don't remember what I was doing, or how early I was, but a gentleman came and sat down next to me. Turns out he was William Corbett, Bill; he was my teacher and would become a dear friend.

Through some unspoken agreement, Bill and I continued showing up early to class every week to sit on that bench and talk. He told me stories about his wife, daughters, and grandchildren. I told him about my parents, boyfriend, and best friend. He spoke of James Schuyler, Seamus Heaney, Charles Olson, and I of my Mountaineers, love of autumn, and the thrill of MIT. He teased me about "Huggy bear," the WVU basketball coach. We wrote poems and drank beer. He introduced me to his wife, Beverly, a fantastic human being, and brought Alex and I to a few dinner parties at their famed 9 Columbus Square brownstone.

He invited me to work with him on an art project in collaboration with BU's MFA program. I was thrilled. Three years later, after two bombs tore apart people and parts of Boylston street, he invited me to help with something else: the creation of For One Boston boxes, an art collection to benefit the One Fund Boston. My poem is in a box along with pieces by Haruki Murakami, Vincent Katz, Don DeLillo, and Bill himself, just to name a few. I'm sure it's more than my poem deserved, and I was honored nonetheless.

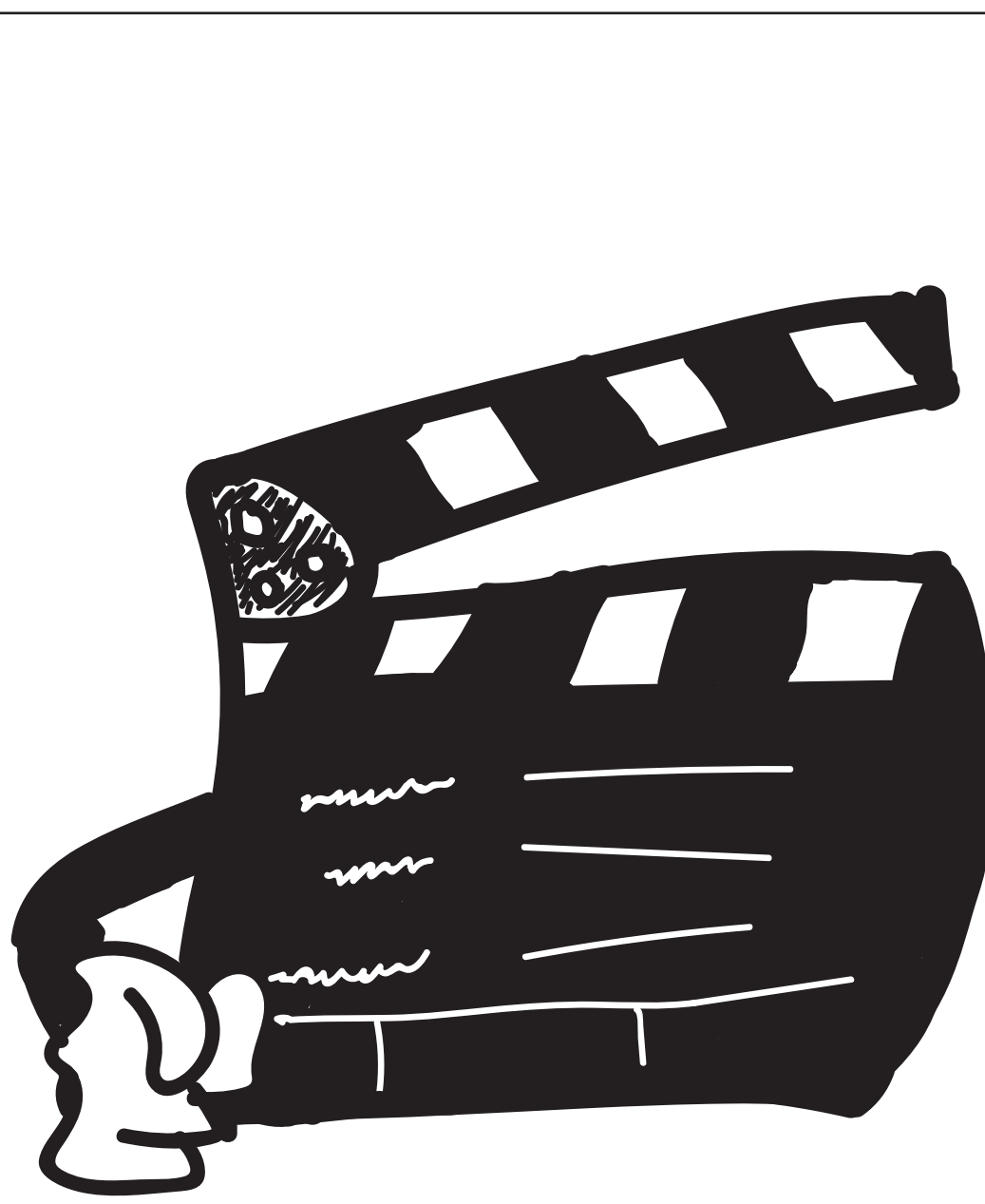
When Alex proposed to me, Bill stepped right up and offered to officiate our wedding. We said yes immediately. Having both Bill and Beverly there was, as Bill would say, tremendous. I believe we were the seventh couple he married. Or maybe the ninth. There are quite a few of us.

He and Bev hosted us in Vermont at Beverly's family farm, and toured us around Pete's Greens. Bill even came up to Milwaukee in May of 2017 from Chicago to visit and to meet our youngest daughter. He took me to Woodland Pattern, a jewel I would never have known of if not for him, and, of course, he bought me a book. It was barely weeks thereafter that he was diagnosed with cancer.

There are times in life when we meet someone and instantly know that person will play an integral role in what is to come. Bill was, and is, one of those people to me. From introducing me to famous poets through their work, to-be-famous artists from BU and elsewhere, to his family, and to his ideas, he taught me so much. I am tremendously and terribly sad that I won't get the pleasure of speaking with him or of opening my mailbox to find his handwriting on a package or postcard any longer. I will think of him fondly and often. And to Beverly I would like to say thank you; thank you for welcoming us in without hesitation. I am incredibly sorry for your loss.

As Bill loved to end emails, "more to follow." I'll see you around, friend.

Sarah Whiteside Slocum graduated from MIT in 2011 with an S.B. in biology.



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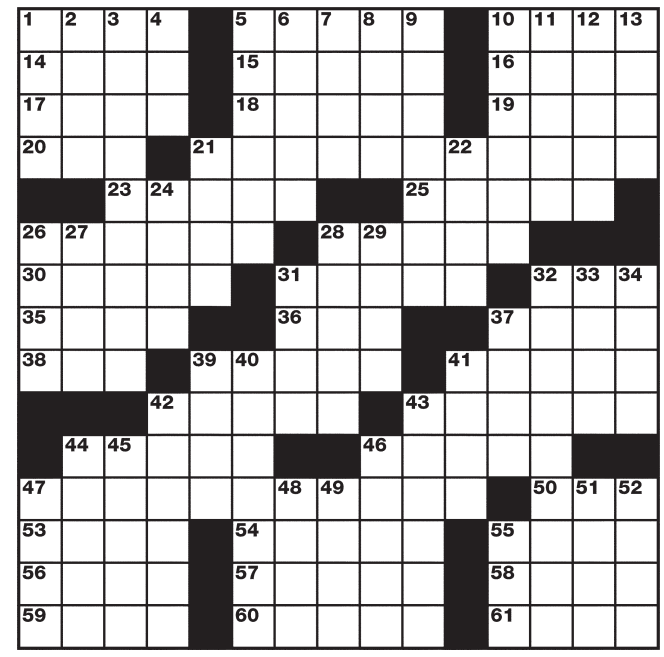
FUNFUNFUNF

Taste-Bud Quartet by Gail Grabowski

Solution, page 3

ACROSS
1 Job for a detective
5 Narrowly defeated
10 "Stop marching!"
14 Owl's sound
15 Glove leather
16 __ vera (skin-cream ingredient)
17 Burden
18 Takes care of
19 Chinese restaurant side dish
20 Pay-__-view (TV service)
21 Noshes like pretzels and potato chips
23 Jackets and parkas
25 Makes simpler
26 "Two-car" storage area
28 Waterproof coverings
30 Assists in wrongdoing
31 Elevates
32 Resort with hot springs
35 Earl Grey and pekoe
36 Nest egg letters
37 Graceful long-necked bird
38 Shade tree
39 What fills a reservoir
41 Hotel patron
42 Ocean movements
43 West Point students
44 Ring-shaped
46 Elite group of guests
47 Tart-tasting carbonated drink
50 Pet that purrs
53 Regarding, in memos
54 Roof overhangs
55 Tiresome person
56 Fortune-teller
57 Brief film excerpt
58 Part of the eye
59 Makes mistakes
60 Drops in a mailbox
61 Pesky flying insect

DOWN
1 Karate stroke
2 Top-rated
3 White dollop on a baked potato
4 UFO fliers, for short
5 Posh residence
6 Sword fights
7 Mannerly man
8 Small whirlpool
9 Sugary menu course
10 Annoy repeatedly
11 Wonderland girl
12 Door-securing devices
13 Golf pegs
21 Droops
22 Short snoozes
24 Grains in granola
26 Fence entryway
27 Brother of Cain
28 Auto wheels
29 Worship from __
31 Lo-cal, in ads
32 Food on a cob
33 In the __ (long ago)
34 Picnic pests
37 Soap bubbles
39 Champagne or Chianti
40 Your street and city
41 Acquire
42 Instructs privately

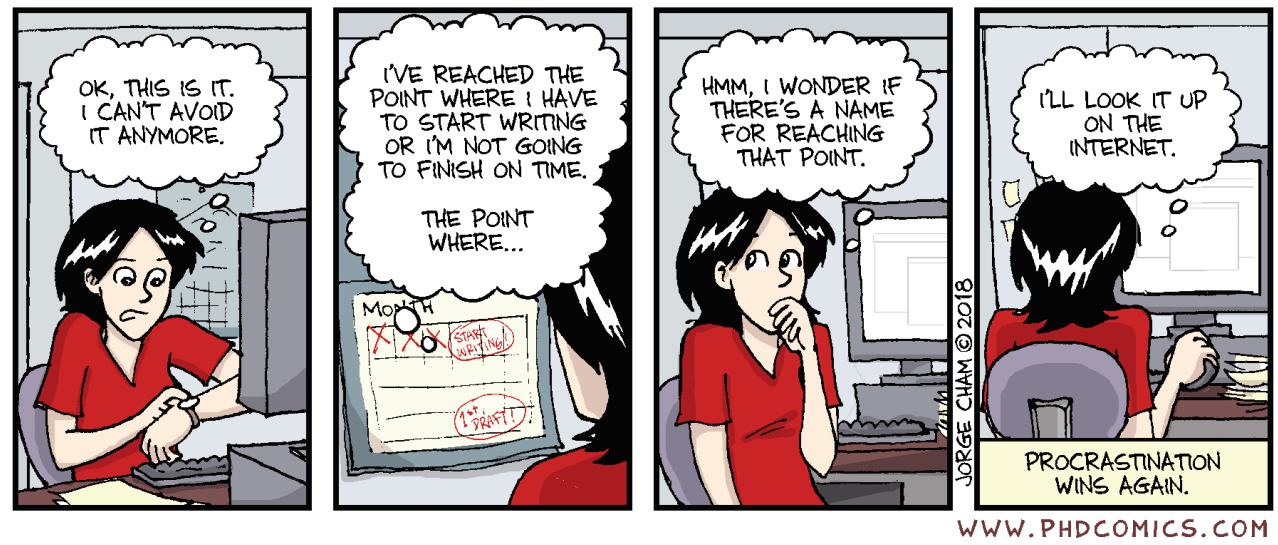


43 Shuts, as a door
44 Person getting out of bed
45 Playful aquatic mammal
46 Modify, as a law
47 Air Force outpost
48 Bridal gown trim
49 __ so (nevertheless)
51 Opera solo
52 Midterm or final
55 Large

[666] Silent Hammer

PILED HIGHER AND DEEPER

by Jorge Cham



FUN FUN FUN

MIND & HAND BOOK

1861

MENS ET MANUS

2018
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science & arts
2019

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Technology

The *Mind and Hand Book* is the official guide to MIT's expectations of all undergraduate and graduate students, including the policies on **academic integrity**, **alcohol**, **drugs**, **hazing**, and **sexual misconduct**.

http://handbook.mit.edu